

Planethoppers:



You are the planethoppers: the crew of an interplanetary cargo ship. Your ship has just departed, and you're stuck with each other for the next few days.

Everyone writes a short description of a character (1-2 sentences) on a sheet of paper. Pass the character sheet to your left.

Play is divided into days. At the beginning of each day, all characters are in the common room. Have a scene together. Next, everyone takes turns roleplaying their character (the character in front of them). You can pick any moment(s) that day. If you interact with another character, the respective player joins in. Write down any facts you establish about your character on the sheet. When everyone has had a turn, have an evening scene in the common room with all the characters. When the day is over, the character sheets get passed to the left.

When everyone has played each character once, the journey is over, and you arrive at your destination.

Things to think about:

- What are you shipping?
- What happened in the characters' past?
- Who is paying you?
- Where are you going?
- How do the characters feel about each other?